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Programming with QT: Writing Portable GUI Applications on Unix and Win32, Covers Qt 3 (Second Edition)

By Matthias Kalle Dalheimer

Shroff Publishers/O`Reilly, 2002. Softcover. Book Condition: New. 2nd edition. 17 x 22 cm. The popular open source KDE desktop environment for Unix was built with Qt, a C++ class library for writing GUI applications that run on Unix, Linux, Windows 95/98, Windows 2000, and Windows NT platforms. Qt emulates the look and feel of Motif, but is much easier to use. Best of all, after you have written an application with Qt, all you have to do is recompile it to have a version that works on Windows. Qt also emulates the look and feel of Windows, so your users get native-looking interfaces. Platform independence is not the only benefit. Qt is flexible and highly optimized. You`ll find that you need to write very little, if any, platform-dependent code because Qt already has what you need. And Qt is free for open source and Linux development. Although programming with Qt is straightforward and feels natural once you get the hang of it, the learning curve can be steep. Qt comes with excellent reference documentation, but beginners often find the included tutorial is not enough to really get started with Qt. That`s where Programming with Qt steps in. You`ll learn how...

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